

# HOPE IDAEWOR

USER EXPERIENCE RESEARCHER

## INFO

 **Email**  
idaeworhope@gmail.com

 **Portfolio**  
www.idaewor.com

## EDUCATION

**M.S. Human Computer Interaction**  
Georgia Institute of Technology  
2017-2019

**B.S. Computer Science**  
University of Georgia  
2011-2015

## SKILLS

### Research

Cross-Cultural Research  
Remote & In-Person User Studies  
Ethnographic Studies  
Field Studies  
Interviews  
Contextual Inquiries  
Focus Groups  
Usability Testing

### Design

Localization Design  
User-Centered Design  
Personas & Scenarios  
Wireframing  
User Journey Maps  
Rapid Prototyping

### Technical

HTML/CSS, Angular, JS, Node.js,  
Java, C++, Python, Heroku, PHP, Git

### Software

Sketch, InVision, Adobe CC,  
Balsamiq, Marvel, Zeplin, Unity

## AWARDS

Georgia Tech DILAC Research Award  
for "Engaging Lived and Virtual  
Realities" (2018)

Intel Scholar, The National GEM  
Consortium (2017-Present)

## WORK EXPERIENCE

- **Intel Corporation**, UX Research Intern  
*Hillsboro, Oregon / June 2018 - August 2018*
- **Georgia Tech Research Institute**, Graduate Research Assistant  
*Atlanta, Georgia / 2017 - Present*
  - **Discover** human performance issues that could arise due to the introduction of new capabilities on cockpit controls.
  - **Create** a visual library of the design language for each control that outlines the functions, user actions, and system responses.
  - **Visualize** task analysis data in an interaction flow that captures mission flow
- **Intel Corporation**, Graduate UX Intern  
*Hillsboro, Oregon / May 2017 - August 2017*
  - **Developed** a BOM management application prototype using the Angular framework in a full stack Node.js environment.
  - **Designed** mockups using Balsamiq for the application design while involving end users in the design process.
  - **Evaluated** the heuristics and usability of several Virtual Reality software using Intel's VR guidelines.
- **African Leadership University**, UX Researcher & Designer  
*Pamplemousses, Mauritius / Feb 2017 - May 2017*
  - **Conducted** surveys, observations, and contextual inquiries to uncover student pain points on the learning management system.
  - **Analyzed** research findings into UX report and a user journey map to guide the redesign.
  - **Designed** high fidelity mockups of redesign using Sketch to illustrate new user flows based on research findings.
- **Capgemini**, Consultant  
*2015 - 2017*
  - **Implemented** Guidewire software in a well-established client while collaborating with cross-functional teams of onshore/offshore developers, business analysts, and software architects.
  - **Developed + Debugged** Java code, integration touch points, and SOAP web service interactions.
  - **Managed** low level design documents that translated business requirements to technical specifications..

## ARTICLES & TALKS

- Idaewor, H. (2018), "Diversity, Representation and Inclusion in S.T.E.A.M.", Invited talk for a YMCA Tech Teens event, Atlanta, GA.
- Idaewor, H. (2018), "Representation Matters: Black Images in STEM", Invited Panelist for a Georgia Tech CEISMIC event, Atlanta, GA.
- Idaewor, H. (2017), "Arizona Sunshine\* Follows Intel's Guidelines for Immersive VR Experiences", Intel Developer Zone, October 19, 2017.
- Idaewor, H. (2017), "Immersive Virtual Reality Experiences", Technical presentation competition at the annual GEM conference, New York, NY.
- Idaewor, H. (2017), "Preparing for College and Your Career", Invited talk at Henry County High School, McDonough, GA.